

# Fudge Vehicle Sheet



<b>Name</b> _____ <b>Captain</b> _____																					
<b>Date Deployed</b> _____ <b>Model</b> _____																					
<b>Description</b>          	<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Condition</div> <div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <b>Damage Result</b>  <b>Exceeds Armor</b>  <b>Result By:</b>            -1            or less         </div> <div style="width: 70%; text-align: center;"> <div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <span>0</span><span>1</span><span>2</span><span>3</span><span>4</span> </div> <div style="display: flex; justify-content: space-around; margin-bottom: 10px;"> <input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/><input type="checkbox"/> </div> <div style="display: flex; justify-content: space-around;"> <span>Undamaged</span><span>Scratched</span><span>Damaged</span><span>Very Damaged</span><span>Immobilized</span><span>Nearly Destroyed</span> </div> </div> </div> <p style="text-align: center; font-style: italic; font-size: small;">Note: The GM may add or subtract damage boxes as desired.</p>																				
<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Attributes</div> Durability: Size Scale: Environment: Speed: Maneuverability: Environment: Speed: Maneuverability: <b>Effective Maneuverability =</b> <b>Lower of Piloting and Maneuverability</b>	<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Crew</div> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 30%;">Name</th> <th style="width: 30%;">Skill</th> <th style="width: 40%;">Skill Level</th> </tr> </thead> <tbody> <tr><td style="height: 20px;"> </td><td> </td><td> </td></tr> <tr><td style="height: 20px;"> </td><td> </td><td> </td></tr> <tr><td style="height: 20px;"> </td><td> </td><td> </td></tr> </tbody> </table>	Name	Skill	Skill Level																	
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<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Gifts and Faults</div>	<div style="text-align: center; font-weight: bold; margin-bottom: 10px;">Weapons</div> <table style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="width: 20%;">Name</th> <th style="width: 15%;">Damage</th> <th style="width: 15%;">Range</th> <th style="width: 20%;">Target Size</th> <th style="width: 30%;">Crew Skill</th> </tr> </thead> <tbody> <tr><td style="height: 20px;"> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td style="height: 20px;"> </td><td> </td><td> </td><td> </td><td> </td></tr> <tr><td style="height: 20px;"> </td><td> </td><td> </td><td> </td><td> </td></tr> </tbody> </table>	Name	Damage	Range	Target Size	Crew Skill															
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